LISTING OF THE CLAIMS

1–70.   (Canceled)

71.   (Previously presented) A method of controlling illumination in an environment of a visual display screen, comprising:

   providing an illumination source for producing illumination comprising a plurality of colors, wherein the illumination source comprises an array of LEDs;

   obtaining a signal related to content displayed on the display screen;

   providing a control system for controlling the illumination source, wherein the control system delivers a pulse-width modulated signal; and

   controlling the illumination source to illuminate the environment in coordination with the content displayed on the display screen.

72.   (Original) A method of claim 71, wherein the content comprises objects in a computer game.

73.   (Canceled)

74.   (Previously presented) A method of claim 71, wherein the display screen has a housing and wherein the LEDs are disposed on the housing of the display screen.

75.   (Original) A method of claim 74, wherein the network is a wireless network.

76.   (Previously presented) A method of claim 71, wherein obtaining the signal comprises obtaining code that is embedded in code for a computer game.

77.   (Original) A method of claim 71, wherein obtaining the signal comprises detecting a signal directly from the display screen.

78.   (Original) A method of claim 71, wherein obtaining the signal comprises obtaining a video signal through a video in port.

79.   (Original) A method of claim 71, wherein the control system delivers a digital signal.

80.   (Canceled)

81.   (Original) A method of claim 71, wherein the control system delivers an analog signal.

82.   (Previously presented) A method of claim 77, further comprising using the control system to control the illumination source in relation to a game object in a game.

83.   (Original) A method of claim 82, wherein the control system controls the illumination source in coordination with disabling at least one function of the content displayed on the display screen.

84.   (Original) A method of claim 83, wherein the display screen is entirely disabled for a period of time in coordination with control of the illumination source.

85.   (Original) A method of claim 83, wherein the game object is an event and the illumination source is controlled to produce an effect that is related to the event.

86.   (Original) A method of claim 85, wherein the event is an explosion and the effect is a flash.

87.   (Original) A method of claim 85, wherein the event is a shot and the effect is a flash.

88.   (Original) A method of claim 85, wherein the event is success and the effect is a flash.

89.   (Original) A method of claim 85, wherein the event is approach of a threat and the effect is a color change.

90.   (Previously presented) A method of claim 85, wherein the event is a change in a characteristic of the game object and the effect is a color change.

91.   (Original) A method of claim 85, wherein the event is movement and the effect is a wash of color.

92.   (Original) A method of claim 85, wherein the event is movement and the effect is movement of color.

93-94. (Canceled)

95.   (Previously presented) A method of claim 77, wherein the content is a game that provides a third person view and wherein the illumination source provides illumination that is an extension of the content displayed on the screen.

96.   (Original) A method of claim 77, wherein the illumination source is controlled in coordination with a non-game object.

97.   (Original) A method of claim 96, wherein the non-game object is selected from the group consisting of the time of day, the end of the work day, the beginning of the work day, the beginning of a lunch period, sunset, sunrise, and an environmental condition.

98.   (Original) A method of claim 77, further comprising controlling the illumination source to distract the user of the content.

99.   (Original) A method of claim 77, further comprising controlling the illumination source to

deter the user of the content.

100.   (Previously presented) A method of claim 71, further comprising detecting a condition in the real world environment via the illumination source.

101.   (Previously presented) A method of claim 100, further comprising altering execution of a computer application based on the detection of the condition.

102.   (Previously presented) A method of claim 85 , further comprising providing a surround sound speaker system in proximity to the user of the display screen, wherein the event is movement and the effect is movement of color in coordination with movement of sound in the surround sound speaker system.

103.   (Previously presented) A method of claim 71, further comprising providing a surface located in proximity to the display screen for receiving illumination from the illumination source.

104.   (Original) A method of claim 103, wherein the surface comprises an enclosure surrounding the display screen.

105.   (Original) A method of claim 104, wherein the surface comprises a cabana.

106.   (Original) A method of claim 103, wherein the surface comprises a white surface.

107.   (Original) A method of claim 103, wherein the surface comprises a graphical element that is adapted to be illuminated by the illumination source.

108.   (Original) A method of claim 107, wherein altering the illumination from the illumination source creates an animation effect with the graphical element of the surface.

109.   (Original) A method of claim 103, wherein the surface comprises a textured surface.

110.   (Previously presented) A method of claim 71, further comprising providing an audio
system for producing sound that is related to the content.

111.   (Original) A method of claim 110, further comprising controlling the illumination source to
illuminate the environment of the display screen in coordination with the sound produced by the
audio system.

112.   (Previously presented) A method of claim 111, wherein the audio system comprises speakers
and the illumination source comprises a network of LEDs disposed in proximity to the speakers.

113.   (Original) A method of claim 112, wherein the LEDs are disposed on the speakers.

114.   (Previously presented) A method of claim 71, wherein the display screen is a first display
screen and the environment is a first environment, further comprising:
        providing a second display screen in a second environment,
        providing a second illumination source, and
        controlling the first and second illumination sources to coordinate illumination of the first
and second environments in conjunction with the content displayed on the first and second display
screens.

115.   (Previously presented) A method of claim 114, further comprising changing illumination in
the second environment in coordination with content on the first display screen, wherein the first
display screen and the second display screen display content for a multi-user computer game, and
wherein illumination of the first environment and the second environment is coordinated in response
to objects in the computer game.

116.   (Original) A method of claim 115, wherein an event on the first display screen causes an

illumination change in the second environment.

117.   (Original) A method of claim 71, further comprising providing a mapping module for mapping a plurality of lights in the environment with a plurality of objects in the content.

118.   (Previously presented) A method of claim 117, further comprising mapping the plurality of lights in a home, to a plurality of lights in a virtual environment depicted on the display.

119.   (Previously presented) A method of claim 118, further comprising illuminating the lights in the home in coordination with the lights in the virtual environment.

120.   (Previously presented) A method of claim 71, further comprising providing a mounting bar for mounting the illumination source.

121.   (Previously presented) A method of claim 120, further comprising providing a cabana for surrounding the display screen.

122.   (Original) A method of claim 121, wherein the cabana is collapsible.

123.   (Previously presented) A method of claim 71, further comprising providing an indicator light disposed in proximity to the display screen.

124.   (Previously presented) A method of claim 123, further comprising using the indicator light to indicate a condition.

125.   (Previously presented) A method of claim 71, further comprising using data from the real world to influence at least one of an event, an object and an attribute in a virtual world in coordination with control of the illumination source.

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126–165. (Canceled)

166.   (Previously presented) A method of providing illumination in coordination with display of

content on a display screen, comprising:

        displaying computer game content on a the display screen;

        providing an illumination source for illuminating an environment that is related to the

display screen, the illumination source adapted to generate a plurality of colors, wherein the

illumination source comprises a plurality of light emitting diodes, wherein the light emitting diodes

are disposed in a network configuration, and wherein the light emitting diodes are controlled by

pulse width modulation; and

        coordinating the illumination source to illuminate the environment in relationship to the

computer game content on the display screen in response to a signal obtained from a computer

game.

167.   (Previously presented) A method of claim 166, further comprising providing a surface in the

environment of the display screen for accepting illumination from the illumination source.

168.   (Original) A method of claim 167, wherein the surface comprises an enclosure.

169.   (Original) A method of claim 168, wherein the enclosure is collapsible and portable.

170.   (Original) A method of claim 167, wherein the surface comprises elements suitable for

interacting with the illumination from the illumination source.

171.   (Original) A method of claim 170, wherein the elements comprise graphical objects

related to objects in the computer game.

172.   (Original) A method of claim 166, further comprising providing a mounting apparatus for

the illumination source.

173.   (Original) A method of claim 172, wherein the mounting apparatus is collapsible.

174-322. (Canceled)

323.   (Previously presented) A method implemented in a computing device for extending the feel of a screen display to a housing that surrounds the screen display, said method comprising:

        sampling a plurality of regions of the screen display to acquire color indicators for the plurality of regions; and

        changing the color of one or more regions of the housing based on the color indicators of one or more sampled regions of the screen display in order to extend the feel of the screen display to the housing that surrounds the screen display,

        wherein the computing device includes a plurality of light elements located within the housing of the computing device, and wherein said color change of the housing is implemented by illuminating a plurality of regions of the housing of the computing device based on the color indicators, said illuminating including driving the light elements to illuminate the plurality of the regions of the housing of the computing device.

324.   (Canceled)

325.   (Previously presented) A method as recited in claim 323, wherein each of the plurality of regions on the screen display that are sampled correspond to one of the light elements.

326.   (Previously presented) A method as recited in claim 323, wherein the plurality of regions on the display screen are associated with a configuration, and wherein the plurality of the regions of the housing being illuminated are associated with the configuration.

327.   (Previously presented) A method as recited in claim 323, wherein the plurality of regions on the screen display are arranged in a first configuration, and wherein the plurality of the regions of

the housing of the computing device are substantially arranged in the first configuration.

328. (Previously presented) A method as recited in claim 327, wherein the number of the plurality of the regions of the housing is the same as the number of the plurality of the regions of the housing of the computing device.

329. (Previously presented) A method as recited in claim 323, wherein each of the light elements is capable of producing colored light.

330. (Previously presented) A method as recited in claim 329, wherein each of the light elements comprises a plurality of different colored Light Emitting Diodes (LEDs).

331. (Previously presented) A method as recited in claim 323, the computing device is a general purpose computer.

332. (Previously presented) A method as recited in claim 331, wherein the housing of the computing device houses at least the screen display at a front portion thereof, and wherein the plurality of regions of the housing being illuminated are provided on a rear portion of the housing of the computing device.

333. (Previously presented) A method as recited in claim 331, wherein the housing of the computing device houses at least a microprocessor, memory and input/output ports for the general purpose computer.

334. (Previously presented) A method as recited in claim 323, wherein the computing device is chosen from the group consisting of: display device, computer base, mobile computing device, printer, copier, and facsimile machine.

335. (Previously presented) A method of extending the feel of a display screen to a housing that

surrounds the display screen, the housing being separated into a plurality of independent illuminable

zones, each of the zones having a light element that is disposed inside the housing in the area of the

illuminable zone, said method comprising:

associating regions of the display screen to particular illuminable zones;

determining color indicators for a plurality of regions on the screen display that are

associated with the illuminable zones; and

illuminating the illuminable zones of the housing based on the color indicators of the regions

associated therewith, the illumination being provided by light from the light element of the

particular illuminable zone, the illumination colorizing the illuminable zone of the housing in

conjunction with the color of the associated region of said extending the feel of said display screen.

336.   (Previously presented) A method as recited in claim 335, the computing device is a general

purpose computer.

337.   (Previously presented) A method for illuminating a housing of a computing system, the

computing system having a screen display, said method comprising:

providing illuminable regions to the housing around and adjacent the screen display;

mapping illuminable regions of the housing to regions of the screen display;

sampling regions of the screen display to acquire color indicators; and

colorizing the illuminable regions of the housing in accordance with the acquired color

indicators mapped thereto in order to extend the feel of the screen display to the housing, said

colorizing including illuminating the illuminable regions with light from one or more light elements

located at each of the illuminable regions of the housing.

338.   (Previously presented) A method as recited in claim 337, wherein the housing of the

computing system being illuminated houses at least a microprocessor, memory and input/output

ports.

339.   (Previously presented) A method as recited in claim 337, wherein the housing of the

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computing system being illuminated houses at least the screen display.

340.   (Previously presented) A method as recited in claim 337, the computing system is a general

purpose computer.

341.   (Previously presented) A method as recited in claim 337, wherein said method is

periodically performed such that the regions of the housing being illuminated are color matched

with the regions of the screen display.